

# Chapter 1

The first thing to make clear is that the “Font for an exhibition” of the title is not the font in which this text is set. The font in which this text is set is Goudita Sans Light SF. It is being set in 14 point for this text and 24 point for the headings. The “Font for an exhibition” of the title does not exist at the time that this text is being written, keyed directly into the desktop publishing package Serif PagePlus 9. The intention is that each stage of the production of the font will be noted in a chapter and the chapters and the stages of the font be published on the web on the day that that stage of the production of the font takes place. Thus there will hopefully be an interesting narrative as the production of the font proceeds and hopefully an interesting record of the production of the font.

The exhibition is not yet arranged. Maybe an exhibition will not be possible, yet maybe it will.

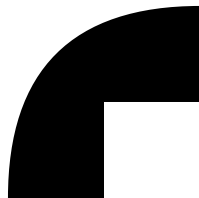
So, to starting the production of the font. I am using the Softy font editor program. I begin by establishing that the font is a TrueType font. My intention is to make a series of versions of the font so that each stage is preserved. I decide that the first version of the font is named “Font for an exhibition 0001” and is stored in a file named FFAE0001.TTF.

The next stage is to add a glyph for the undefined glyph of the font, that is the glyph which will be displayed if an attempt is made to display a character for which the font does not have a glyph defined. I use a copy of the undefined glyph which I have used for various other fonts, copying the glyph from the Quest text font.

The next stage is to define the space character of the font. I set it to 1024 font units wide. This may change as the design of the font proceeds. The space is mapped to character 32 decimal.

As an interesting aside, I have made a special font where the glyph used for the undefined glyph in this font being produced is used as the glyph for a letter u in the special font: this being so that the glyph can be displayed in this document so that its shape can displayed with these notes.

It is shown here at a 72 point size.



The next stage is something which I do in many of my fonts which is to define character 59136 as a staff from the very lowest point of the body of the font to the very highest point of the body of the font. This is so that in tests the font has the total height of the finished font, even before letters such as capital letters with accents and small letters with descenders have been produced. I copy the glyph from the Quest text font. The printed part of the staff character glyph goes from -768 font units to 2048 font units vertically and from 0 to 256 font units horizontally. The whole glyph is 2048 font units wide.